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Produced by

RetroZone

in California
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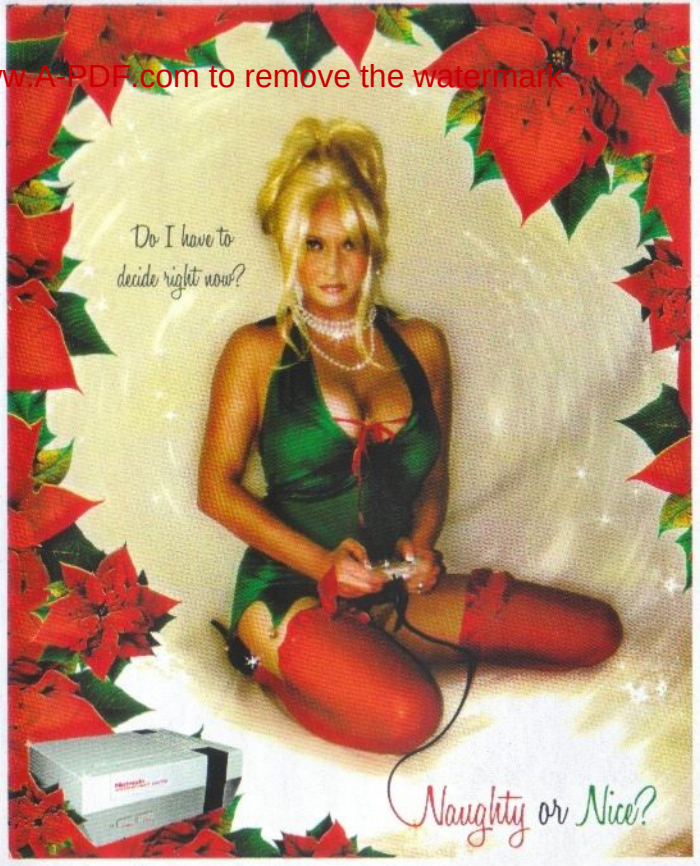
Game by Brian Parker
Music by Kevin Hanley



December 2010

It's that special time of year again, a time we spend with friends and family, a time of rejoice and generosity, a time for sipping eggnog whilst warming our socks in front of a toasty fire, and a time for ramming crazy Kringle's sleigh until he flies away from your chimney!

The Controls:

- **Player 1 Select - switch background music and choose game scrolling speed**
- **Player 1 Start - begin game**
- **Players 2-4 Select - add or remove player**
- **A - launch coal, only hit flaming chimneys!**
- **B - launch present, only hit smoking chimneys!**

This year there are three brand new holiday tracks from Kevin Hanley:
Chipmunk's Christmas, Here Comes Santa Claus, and Come, Oh Come, Emmanuel

FOR FUN AND FOR LOVED ONES.
MAY THE JOY OF THE SEASON STAY WITH US ALL YEAR.

Use the D pad to move your sleigh through the air. Ram into other sleighs to knock them away from your targets. In general the sleigh which is higher in the sky gets priority for collisions. Use the A and B buttons to launch coal and presents. Be sure to only land coal in flaming chimneys, and presents in smoking chimneys. If you mix those up your sleigh will blink and you cannot launch again for a few seconds. Presents are worth more points than coal, but move slower. When you score the cart LEDs will change to your player color!

When the moon reaches the right side, the game is over! If there is a tie score the moon will jump back adding more time. The cart LEDs will change to the winners color for a few seconds.